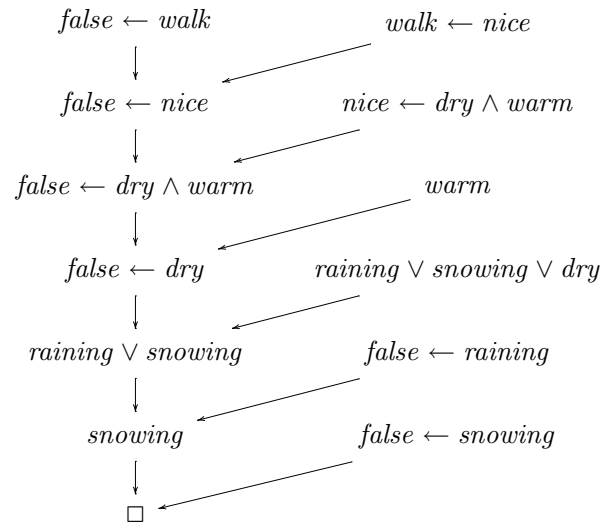


## Weather (1)

1. **It is raining, it is snowing or it is dry.**  
 $raining \vee snowing \vee dry$
2. **It is warm.**  
 $warm$
3. **It is not raining.**  
 $false \leftarrow raining$  (or  $\neg raining$ )
4. **It is not snowing.**  
 $false \leftarrow snowing$  (or  $\neg snowing$ )
5. **If the weather is nice, then it is good to walk.**  
 $walk \leftarrow nice$
6. **If the weather is dry and warm, the weather is nice.**  
 $nice \leftarrow dry \wedge warm$

1

## Weather (2)



2

## MGU (1)

### Unify(a,b):

$mgu := \{a = b\};$

$Stop := false;$

**While** not(Stop) and  $mgu$  still contains  $s = t$  **of**

**Case:**  $t$  is a variable,  $s$  is not a variable:

→ replace  $s = t$  by  $t = s$  in  $mgu$ ;

**Case:**  $s$  is a variable,  $t$  is the SAME variable:

→ delete  $s = t$  from  $mgu$ ;

**Case:**  $s$  is a variable,  $t$  is not a variable and contains  $s$ :

→  $Stop := true$ ;

**Case:**  $s$  is a variable,  $t$  is not identical to nor contains  $s$  and  $s$  occur elsewhere in  $mgu$ :

→ replace all other occurrences of  $s$  in  $mgu$  by  $t$ ;

**Case:**  $s$  is of the form  $f(s_1, \dots, s_n)$ ,  $t$  of  $g(t_1, \dots, t_m)$ :

→ **if**  $f \neq g$  or  $n \neq m$ :

$Stop := true$ ;

**else**

replace  $s = t$  in  $mgu$  by

$s_1 = t_1, s_2 = t_2 \dots s_n = t_n$

**End While**

3

## MGU (2)

1.  $p(f(y), w, g(z, y)) = p(x, x, g(z, A))$ :

**Init:**  $p(f(y), w, g(z, y)) = p(x, x, g(z, A))$

**Case 5:**  $f(y) = x, w = x, g(z, y) = g(z, A)$

**Case 1:**  $x = f(y), w = x, g(z, y) = g(z, A)$

**Case 4:**  $x = f(y), w = f(y), g(z, y) = g(z, A)$

**Case 5:**  $x = f(y), w = f(y), z = z, y = A$

**Case 2:**  $x = f(y), w = f(y), y = A$

**Case 4:**  $x = f(A), w = f(A), y = A$

**Mgu:**  $\{x/f(A), w/f(A), y/A\}$

**Result:**  $p(f(A), f(A), g(z, A))$

2.  $p(A, x, f(g(y))) = p(z, f(z), f(A))$

**Init:**  $p(A, x, f(g(y))) = p(z, f(z), f(A))$

**Case 5:**  $A = z, x = f(z), f(g(y)) = f(A)$

**Case 1:**  $z = A, x = f(z), f(g(y)) = f(A)$

**Case 4:**  $z = A, x = f(A), f(g(y)) = f(A)$

**Case 5:**  $z = A, x = f(A), g(y) = A$

**Case 5:**  $Stop := true$

4

### MGU (3)

1.  $q(x, x) = q(y, f(y))$

Init:  $q(x, x) = q(y, f(y))$

Case 5:  $x = y, x = f(y)$

Case 4:  $x = y, y = f(y)$

Case 3: Stop: =true

2.  $f(x, g(f(a), u)) = f(g(u, v), x)$

Init:  $f(x, g(f(a), u)) = f(g(u, v), x)$

Case 5:  $x = g(u, v), g(f(a), u) = x$

Case 4:  $x = g(u, v), g(f(a), u) = g(u, v)$

Case 5:  $x = g(u, v), f(a) = u, u = v$

Case 1:  $x = g(u, v), u = f(a), u = v$

Case 4:  $x = g(f(a), v), u = f(a), f(a) = v$

Case 1:  $x = g(f(a), v), u = f(a), v = f(a)$

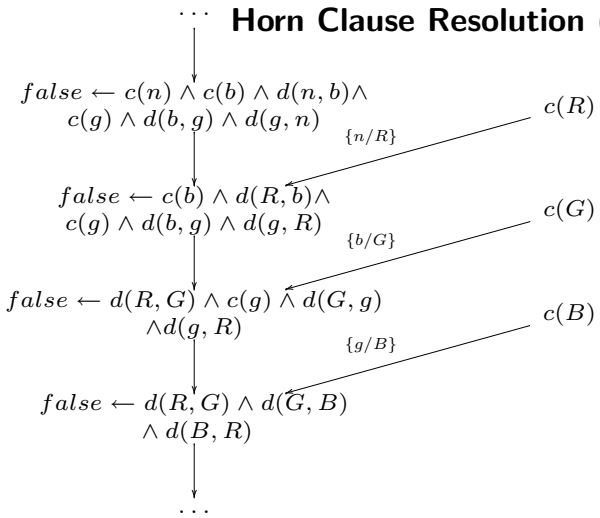
Case 4:  $x = g(f(a), f(a)), u = f(a), v = f(a)$

MGU:  $\{x/g(f(a), f(a)), f(a), u/f(a), v/f(a)\}$

Result:  $f(g(f(a), f(a)), g(f(a), f(a)))$

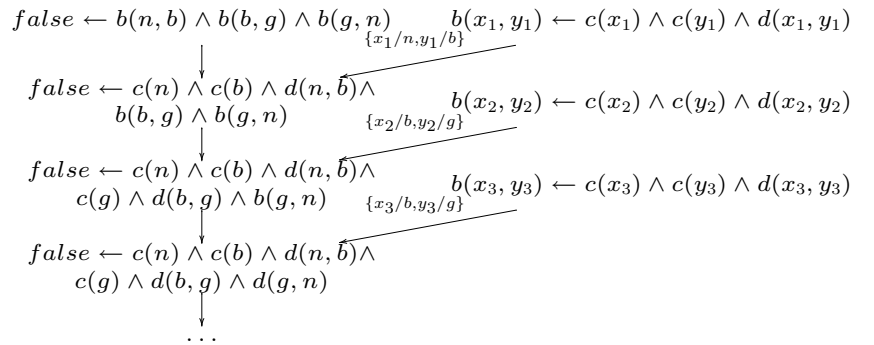
5

### Horn Clause Resolution (2)



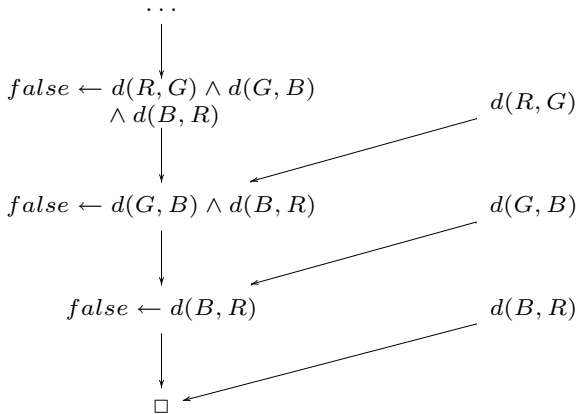
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### Horn Clause Resolution (1)



6

### Horn Clause Resolution (3)



8

## Predicate Resolution (1)

- Add  $\neg\forall x \exists y p(f(x)) \wedge r(y)$  to theory.

- Normalisation (implicative normal form)

$$\begin{aligned}
 & p(x) \leftarrow r(f(x)) \\
 & r(f(x)) \vee r(f(f(y))) \\
 & \exists x \forall y \neg [p(f(x)) \wedge r(y)] \rightsquigarrow \text{false} \leftarrow p(f(A)) \wedge r(y)
 \end{aligned}$$

- Resolution

$$\begin{array}{ccc}
 \text{false} \leftarrow p(f(A)) \wedge r(y) & & p(x) \leftarrow r(f(x)) \\
 \downarrow \{x/f(A)\} & \swarrow & \\
 \text{false} \leftarrow r(f(f(A))) \wedge r(y) & & r(f(x_1)) \vee r(f(f(y_1))) \\
 \text{factoring } \downarrow \{y/f(f(A))\} & & \text{factoring } \downarrow \{x_1/f(y_1)\} \\
 \text{false} \leftarrow r(f(f(A))) & & r(f(f(y_1))) \\
 \downarrow \{y_1/A\} & \swarrow & \\
 \text{false} \leftarrow & & 
 \end{array}$$